DEATHRIDERS
INSTRUCTION BOOKLET

Thank you for purchasing DEATHBOTS™, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System.™

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Blazing 8-bit graphics and sound effects with eight separate musical scores.

Explore level after level of a sprawling high-tech industrial complex.

Locate powerful weapons of destruction and obliterate Deathbots before they exterminate you.

We interrupt this program to bring you a special news bulletin!

Good evening! The situation at Mutech Corporation's Gamma Base, previously Alcatraz Federal prison, has gone from bad to worse. Scientists now believe that the computerized consciousness or digital life-form in control of Gamma Base somehow has evolved inside the company's massive computer network.

Nineteen hours ago, this digital life-form imposed a 24 hour deadline for all countries of the world to begin destruction of their conventional and nuclear weapons. Jonathan Mendez, official spokesbot for Mutech, has also demanded that every country begin production of the technology designed by Mutech to increase the processing power and intelligence of this malignant digital life-form.

Any country that refuses, he claims, will be destroyed by a Gamma Bomb. The very existence of such a weapon was debated at an emergency United Nations meeting five hours ago. With the recent detonation of such a weapon at secret site in the center of Australia and subsequent destruction of the entire continent, there can be no doubt that such a weapon does exist. The US, Israel, and Iraq had originally refused to ever give in to terrorist threats. However, inside sources say that after witnessing the unbelievable destructive force of the Gamma Bomb, surrender from these three countries will be forthcoming.

This and other news at 11!

Meanwhile, in a secret government facility deep beneath the Rocky Mountains, a man is bolted into a top secret battlesuit. He is getting ready for what is perhaps the most important mission ever undertaken.

There is only one chance of beating this techno-monstrosity. The Gamma Bomb must be located and destroyed. Unfortunately it is hundreds of feet under ground on the 8th floor of Gamma Base. The entire complex is guarded by the most sophisticated security force in the world, DEATHBOTS, powerful killer robots designed to destroy.

As the last bolts seal him tightly into the battlesuit, he knows he must return or this protective shell will become your high-tech coffin. Now its up to you! Are you ready to take control and begin a mission to save the world?

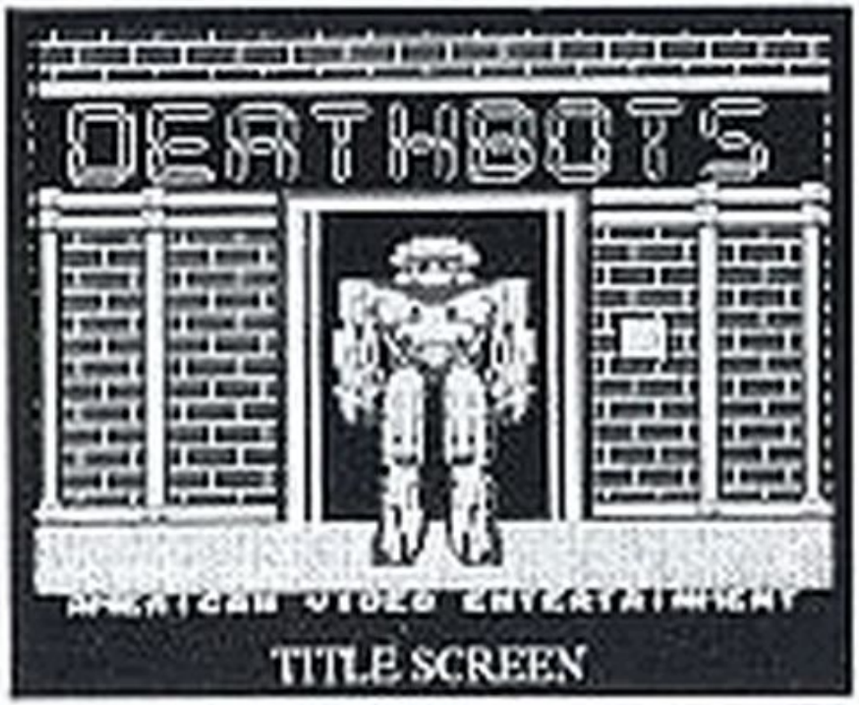
Take a deep breath and *prepare for battle*!

Make sure the power switch on your control deck is turned off.

Insert DEATHBOTS™ into your NES console, carefully following the power up instructions in your NES user manual.

If the title screen flashes on and off and the game will not play see pages 13-15.

From the title screen press START to begin a new game.



TITLE SCREEN

DIRECTION PAD

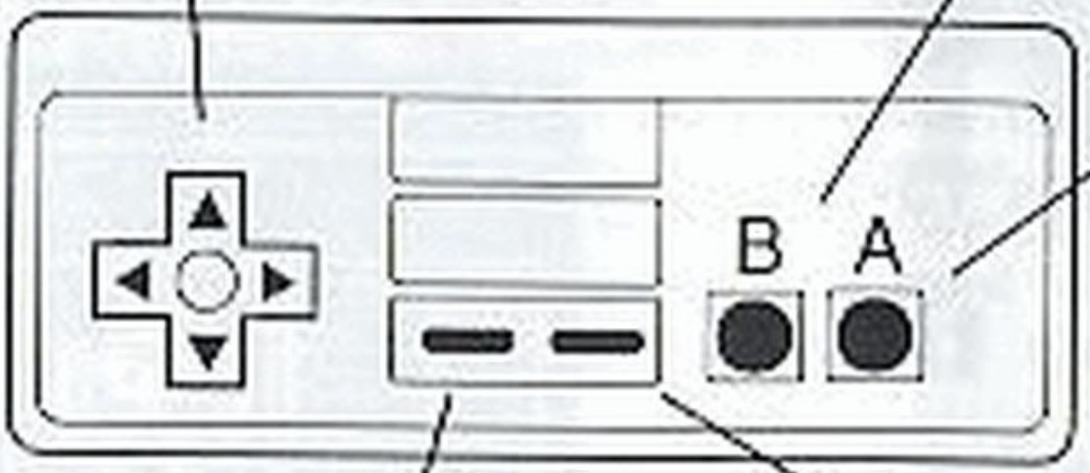
In Action Mode the Control Pad moves your man Up, Down, Right and Left through the corridors of Gamma Base. It is also used to view available weapons in Weapons Select Mode.

B BUTTON

In Action Mode fires the weapon controlled by the B Button. In Weapon Select Mode it switches between USE and DROP options.

A BUTTON

In Action mode fires the weapon you are holding. In Weapon Select Mode it tells your computer to Drop or Use the selected weapon.



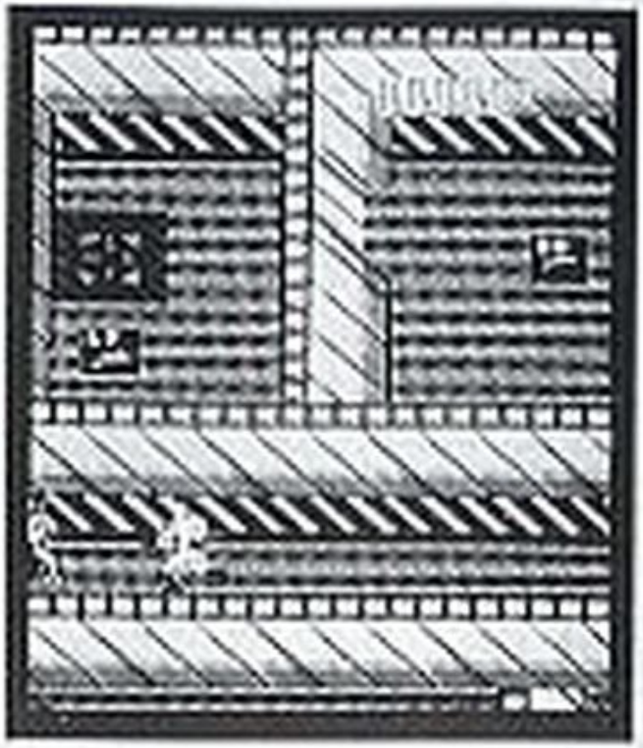
SELECT

Switches between Action Mode and Weapon Select Mode.

START

Press to Pause a game in progress or to begin a new game.

GAMMA BASE



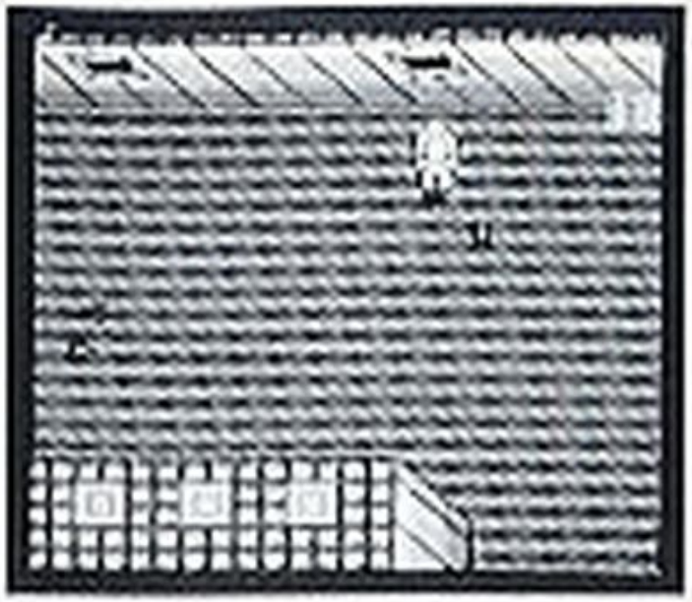
When the game begins your man, located on the lower right side of the screen, will be on the upper most ground level of Gamma Base. To destroy the Gamma Bomb you must descend to the 8th floor. Upon entering the complex the Deathbots will sense your presence and begin to instantly attack. The row of six light blue rectangles on the upper right part of the screen is your Energy Level. Each rectangle represents four hit points. As the Deathbots blast at you, your Energy Level gets lower. When you run out of energy you will lose one life. Gamma Base consists of eight levels. The 8th floor being the central control area. It is here on the 8th level that the Gamma Bomb is located. It must be found and destroyed! Elevators are the only access between floors and each elevator entrance is guarded by a huge Deathbot sentinel. These sentinels must be eliminated before you can continue to the next level.

TRANSPORTERS AND MINES

As you explore the complex you will encounter Red and Blue transporters. Like doorways, transporters let you enter new locations. To use a transporter, walk on the platform. The unit will activate automatically and transport you to a new location.

You will also see mines that look similar to transporters but are the same color as the floor. They will explode when touched and should be avoided if possible.

During the mission you will find computer terminals. These are identified by small squares in the walls and were designed to be used only by Deathbots. Usually when a human tries to use a terminal, access will be denied. Sometimes you may find that you can access the main computer and get new weapons. To try to use a terminal stand in front of it. If the terminal is usable it will display weapons available to you. When you are carrying 15 weapons all computers will be inaccessible.



By Moving the Direction Pad Up or Down, you can choose one of three choices. Once you have made a selection press A Button.
NEXT: This will display the weapons that are available.
TAKE: This transfers the selected weapon from the computer to your backpack. When you Take a weapon from a terminal you will be logged off the system automatically and further access through that particular terminal will be denied.
EXIT: This selection will log off the terminal, no weapon will be taken, and further access through this terminal will prohibited.

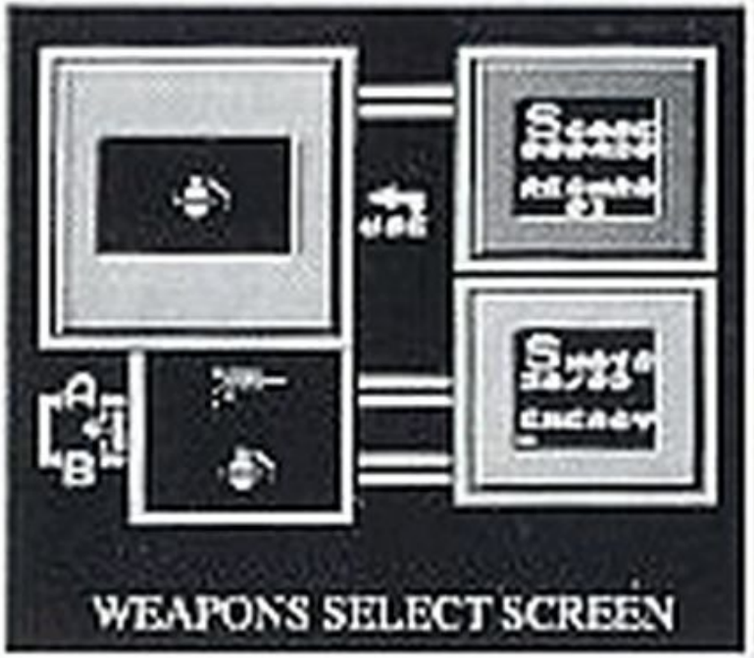
Anytime during game play you can choose new weapons from your back pack by entering Weapons Select Mode. To go to Weapons Select Mode simply press the Select Button. Once selected weapons and objects are used by pressing either the A Button or B Button, while the Power Pack and Shield Bolt become active automatically.

SCORE: Displays your current score. Sentry Deathbots are worth more points as you go deeper into the complex.

RECHRG: Recharges your armor when your players' Energy runs out. You start the game with 5 Recharges. When your Energy runs out and you have no more RECHRG the game will end. You can continue the game up to 3 times.

SHOTS: The number on the left of the slash is the number of unused shots for the A Button weapon. The number to the right of the slash is the number of unused shots for the B Button weapon.

ENERGY: This line relates directly to the life line that is on the Action screen.



WEAPONS SELECT SCREEN

To view the objects that you have in your backpack press the Direction Pad UP or DOWN. There are hundreds of weapons scattered around the complex. You can hold up to 15 objects in your backpack at one time. Sometimes you may want to drop an object in order to pick up a new object. Pressing the B Button switches between "DRP" to drop a object and "USE" to use the object. Pressing A Button will transfer the weapon

HAND GUNS AND RIFLES AVAILABLE TO YOU.

HANDGUN (HG)

This is the weapon you begin with. It is also the weakest weapon and takes many shots to destroy a target.
SPECIFICATIONS: A Button weapon, 99 shots, short range, low power.

LASER PISTOL (LP)

A short range pulsed plasma beam weapon with frequency modulation. Good against most of the first level enemies.
SPECIFICATIONS: A Button weapon, 50 Shots, long range, medium power.

LASER RIFLE (LR)

This is a long range version of the laser pistol. This weapon is extremely effective against most guardian Deathbots.
SPECIFICATIONS: A Button weapon, 25 shots, very long range, high powered.

BLASTER PISTOL (BP)

Standard issue titanium piercing particle beam. Great for short range high power attacks.
SPECIFICATIONS: A Button weapon, 35 shots, short range, high power.

BLASTER RIFLE (BR)

Very high powered destruction device which uses heavy slugs.
SPECIFICATIONS: A Button weapon, 15 shots, long range, very high powered.

ADDITIONAL OBJECTS AVAILABLE TO YOU.

HAND GRENADE (GR)

Regular hand delivered explosive device. Not very destructive.
SPECIFICATIONS: B Button weapon, 1 shot, very short range, low power.

FUSION GRENADE (FG)

This is one of your most powerful weapons. It generates a low level localized warp field. Although your battle suit offers some protection against this weapon, it should always be used with caution.
Best used when you are wearing the Shield Belt.
SPECIFICATIONS: B Button weapon, 1 shot, very short range.

SHIELD BELT (SB)

Generates a PPF (Personal Protection Field) around your body making you invulnerable to any attack. It lasts for only 10 to 15 seconds.

POWER PACK

This small battery will recharge you battle suite to one forth of full power. If your power is running low it is wise to use one, because if you run out of power you will lose you life.

There are many different models of Deathbots that you will encounter. There are some which are unknown because they were designed and created by computers deep inside the Gamma Base complex and have never been seen by man. The most powerful are Sentinel Deathbots that guard the elevator doors that leads to the next level. These are some of the Sentinel Deathbots you may come in contact with:

TERMINUS RX-400

This Deathbot is the first Sentinel you will encounter. Although powerful and highly mobile it can be defeated easily. Avoid its plasma blasts and use your fusion grenade if you have one.

BIOTRON HY-2266

This is a genetically engineered creature that, although synthetic, is actually alive. It will attack with the savagery of a wild animal. Use your Blaster Rifle and avoid its napalm like fire bombs.

VEXIAL 5-C

This flying sentinel is propelled by liquid rockets. It is fast, intelligent, and heavily armed. It is believed to somehow sense terror. Your confidence must be total because it will zero in on feelings of fear. Any doubt in your mind and it will pound you into dust.

THE GAMMA BOMB

The Gamma Bomb is housed inside a Deathbot. It is a mobile bomb that will try to defend itself. It is both well shielded and heavily armed. Destroying this Deathbot will also destroy the Gamma Bomb and end the crisis that threatens to enslave the world.

HINTS TO COMPLETE THE MISSION

It is a good strategy to avoid direct battles with Deathbots whenever possible. Save your fire power for the huge Deathbot Sentinel that guards the Elevator to the next lower level.

The floor pads that open and close doors may not always be in-front of the doors that they open. If a door won't open, walk around the hallway and try to find the hidden floor pad.

Open and close doorways to trap Deathbots in rooms you will no longer need to enter.

Always enter Weapons Select Mode to see if you have any more Power Packs before your energy level runs out completely. Once your energy level runs out you will lose one recharge.

You can only carry 15 weapons at a time, so it is wise to never have a full backpack so you always have room for new more powerful weapons.

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Notice to American Video Entertainment™ Customers

Should you encounter any problems with this cartridge two important questions must be asked:

A. Was your Nintendo control deck purchased after October of 1990?

B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent some cartridges from working. In order to enjoy many fine products from independent American manufacturers, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. We have included in this manual simple instructions which will provide any qualified T.V. repair technician with the necessary information to upgrade your unit. When you do this and sign the enclosed $10.00 upgrade certificate, American Video Entertainment will give you a $10.00 discount on any AVE game purchased DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. See back pages for products and ordering information.
2. American Video Entertainment will upgrade your incompatible Rev. H unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE for return instructions.)
3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.

Just Say NO!

Modification Procedure for Nintendo Entertainment System® Rev-Action 11 Circuit Boards. This procedure is supplied by American Video Entertainment as a courtesy to owners of REV 11 NES machines.

WARNING!

This procedure must be performed by a skilled technician. It is not recommended for consumers. Performing this procedure may affect your console's warranty.

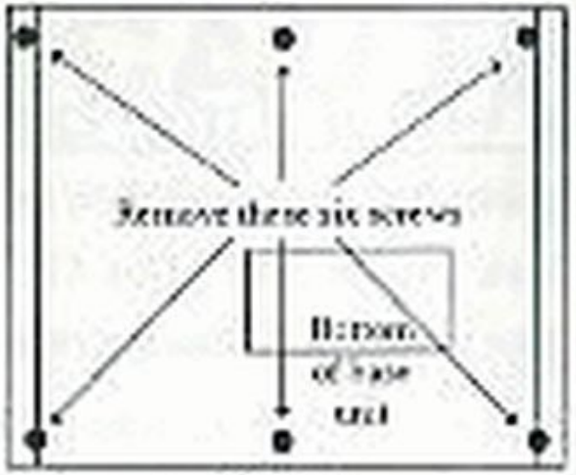


Figure 1

1. Turn the unit upside down and remove six phillips head screws as indicated in Figure 1.

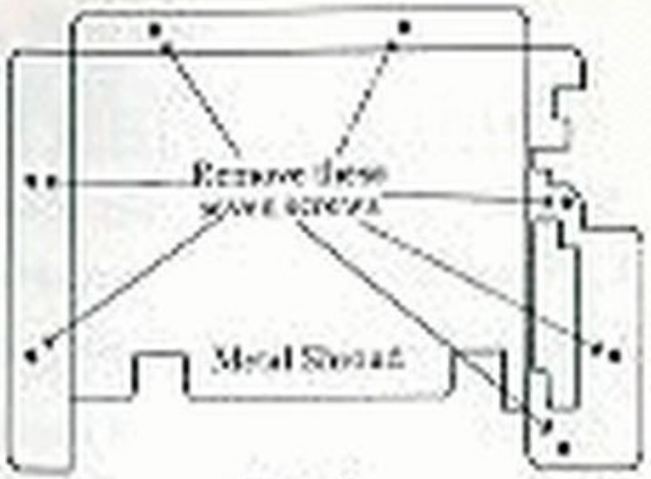


Figure 2

2. Now remove the top cover and remove seven phillips head screws as indicated in Figure 2.

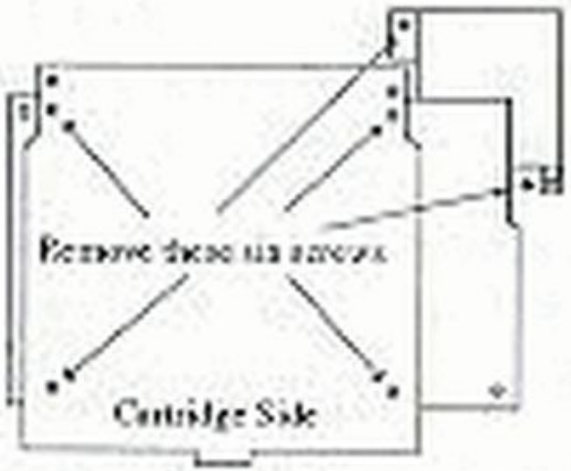


Figure 3

3. Now remove metal shroud and remove six phillips head screws as indicated in Figure 3.

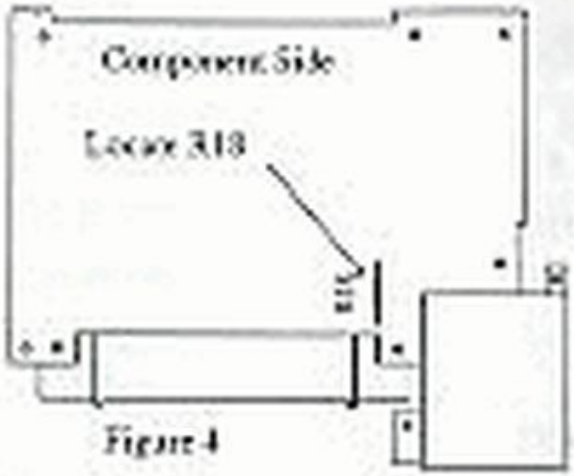


Figure 4

4. Carefully lift circuit board out of bottom and with all wires still attached turn board over. Be sure board is a Rev 11. This will be verified by the presence of R18 as indicated in Figure 4. *If R18 is not present do not proceed!* Call 1-800-IDT-4-AVE for assistance.

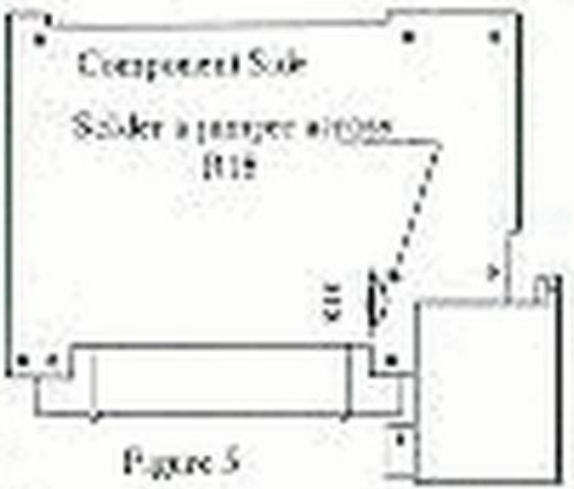


Figure 5

5. Solder a jumper wire across R18 as indicated in Figure 5.

6. Reassemble the unit in reverse order.

Upgrade Certification

I certify that I upgraded or had my Nintendo Entertainment System upgraded to be compatible with American Video Entertainment video games. For this, American Video Entertainment will credit $10.00 against my purchase DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT of any game manufactured by American Video Entertainment.

Signed

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Send this or a copy of this certificate to: American Video Entertainment
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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4

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American Video Entertainment Video Game Registration Card

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First Name *Last Name*

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City *State* *Zip Code* *Age*

Area Code *Phone Number*

Thank you for purchasing DEATHBOTS. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability:	10 9 8 7 6 5 4 3 2 1	Action:	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	Overall Rating:	10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

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American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more then just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.

Krazy Kreatures

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players.

Playing Pyramid is easy, there is just one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.

Pyramid

Puzzle

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

Tilos of Fato

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It won't be easy but it will be fun.

Dudes with Attitude

Explore the secret catacombs of a desert island and find a king's ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude....

If action and adventure is more your style we have the games you need. From air battles and espionage to battling the deadly Deathbots our video games give you radical high power excitement at an unbelievable price.

Double Strike

Enter the exotic South Pacific where some of the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!

F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile fire. You and your city's survival is at stake. If you've got the guts.... prove it!

Deathbots

Technology has decided to take destiny into its own hands. A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement. Choose from 9 different weapons and stop the Deathbots before they stop you.

Impossible Mission II

The nations nuclear strike capability has been hijacked by a mad man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.

If you like sports games, then check out some of the hottest sports simulations around. All offer single player against the computer and two player head to head challenge.

Venice Beach Volleyball

They have come from all across America - the best of the best. They are here at the most radical summer hangout in the world, at the most exciting event of the year. The Venice Beach Open. Features kick-butt single or double head to head action.

Ultimate League Soccer

You approach the field. The rumble of thousands of fans is deafening. Now it is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer. Give it all you've got and go for the World Title!

Rad Racket - Deluxe Tennis II

Computerized tennis at its best. Play on grass, clay or cement courts. Choose from 6 different players, each one with different playing abilities. If you like tennis you'll love Rad Racket. A simulation so real you will get tennis elbow.

COMING SOON!

Ordering any or all of these exciting Games is easy. To order by credit card just call us at (800) HOT-4AVE. If you don't have a credit card we also except checks and money orders.

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DEATHBOTS™

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